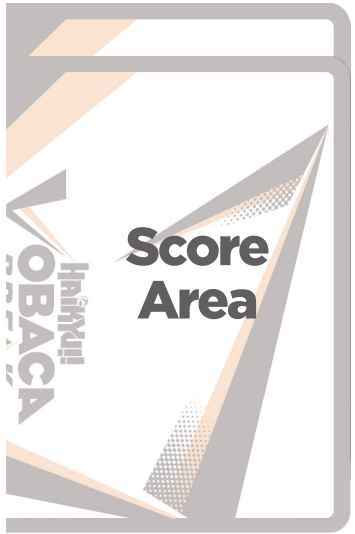




Score
Area

SCORE

Victory Conditions

The first player to win 3 sets wins the match (If you win a set when your opponent's Score Area is empty.)

Game Setup

- 1 Shuffle your deck and place it in the Deck Area.
- 2 Decide who has the first serve using any mutually agreeable method (flipping a coin, rolling dice, etc.)
- 3 Draw 6 cards from the top of your deck as your hand.
- 4 You may return any number of cards from your hand to the deck. If you do, shuffle the deck and redraw the same number of cards from the top.
- 5 Place 2 cards from the top of your deck face down in the Score Area.
- 6 The player with the serve starts the game from their Serve Phase.

When you can't keep the ball in play

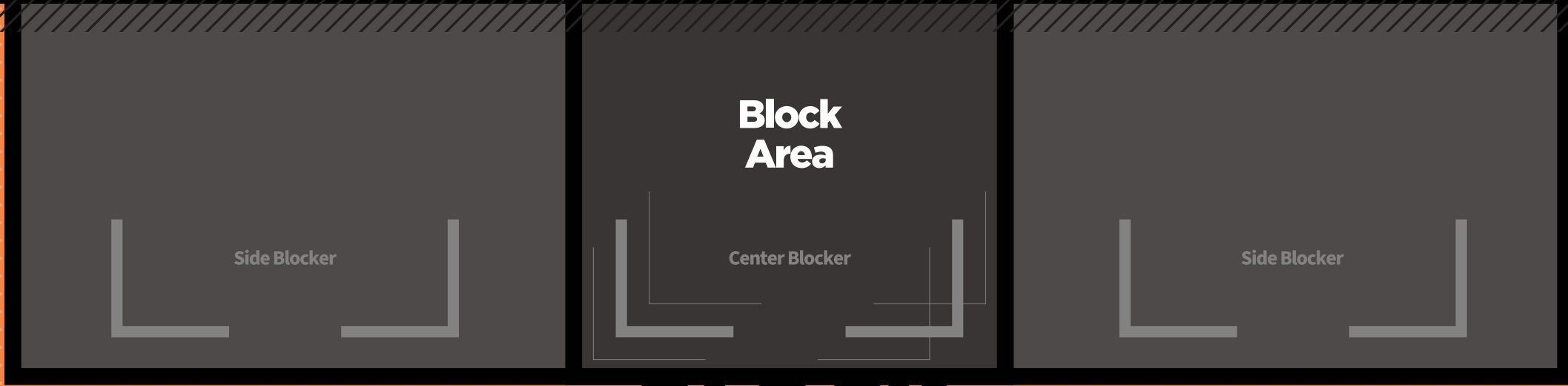
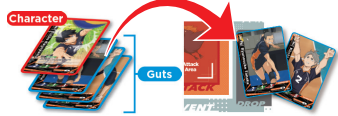
If you cannot play a character card, or fail to receive or block, declare "Lost." You may also declare Lost at any time during your turn.
When you declare Lost, the current set ends and the game proceeds to the Interval.

Interval

- 1 Both players draw cards until they have 6 cards in hand.
- 2 The player who lost the set adds 1 card from the Score Area to their hand.
- 3 The player who won the set gains the serve.
- 4 Proceed to the Serve Phase of the player with the serve.

How to Use Guts

When you pay Guts for a character's skill, choose the specified number of Guts from the Area that character is in and put them into the Drop Area.



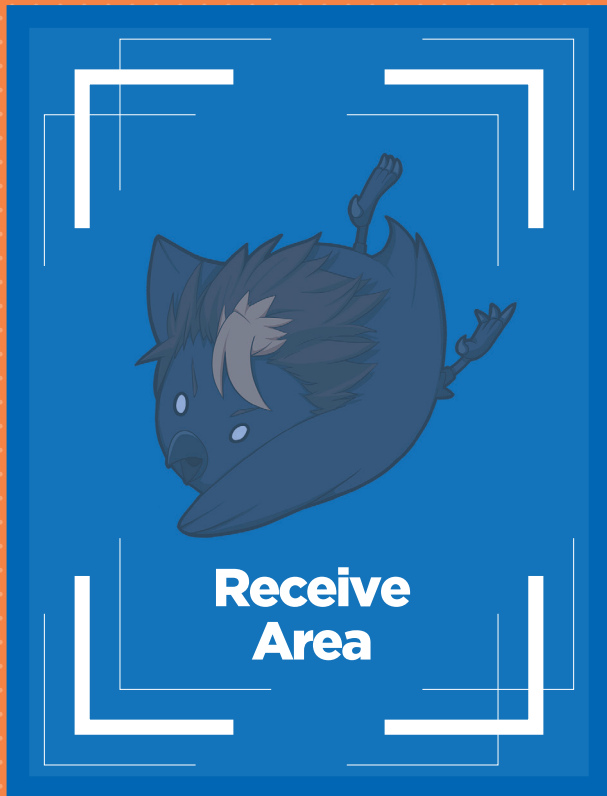
Block
Area

Side Blocker

Center Blocker

Side Blocker

BLOCK



Receive
Area

RECEIVE



Set
Area

SET



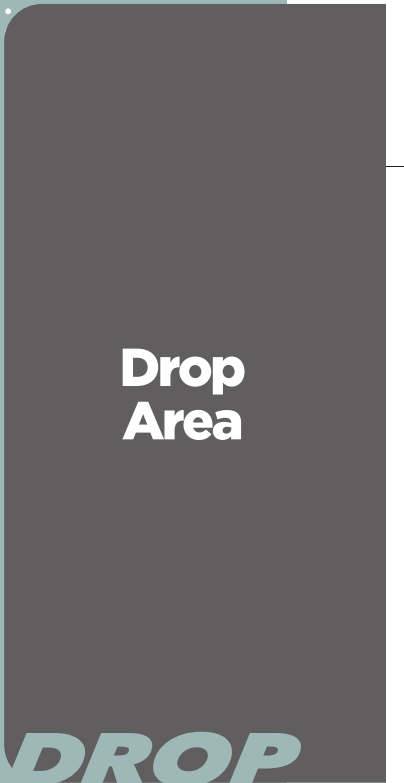
Attack
Area

ATTACK



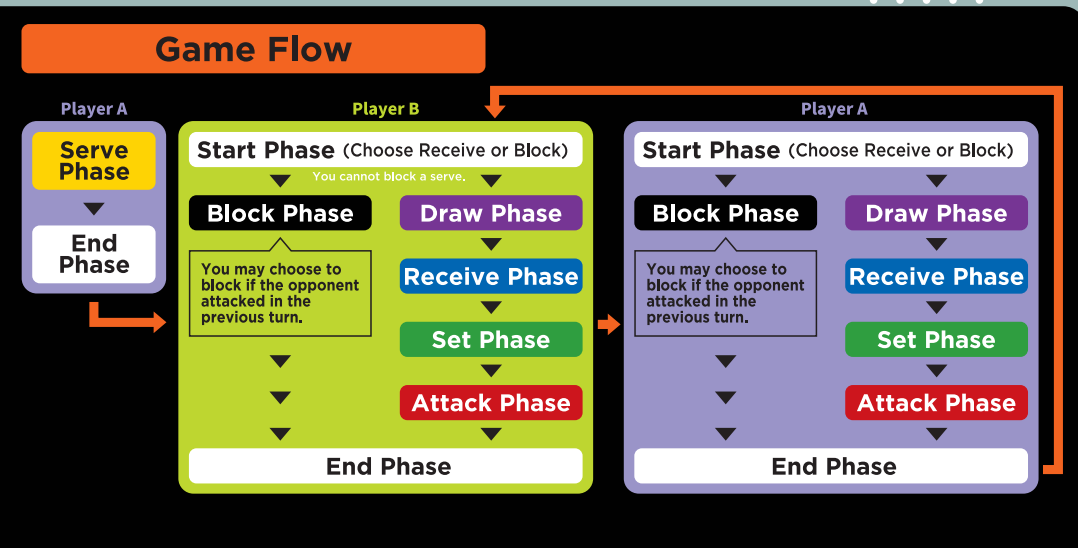
Deck
Area

DECK



Drop
Area

DROP



Serve
Area

VOBACA!! BREAK



Event
Area

HAIKYU!!
VOBACA
BREAK

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